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WARHAMMER

EPIC 40,000

MAGAZINE

Issue 6

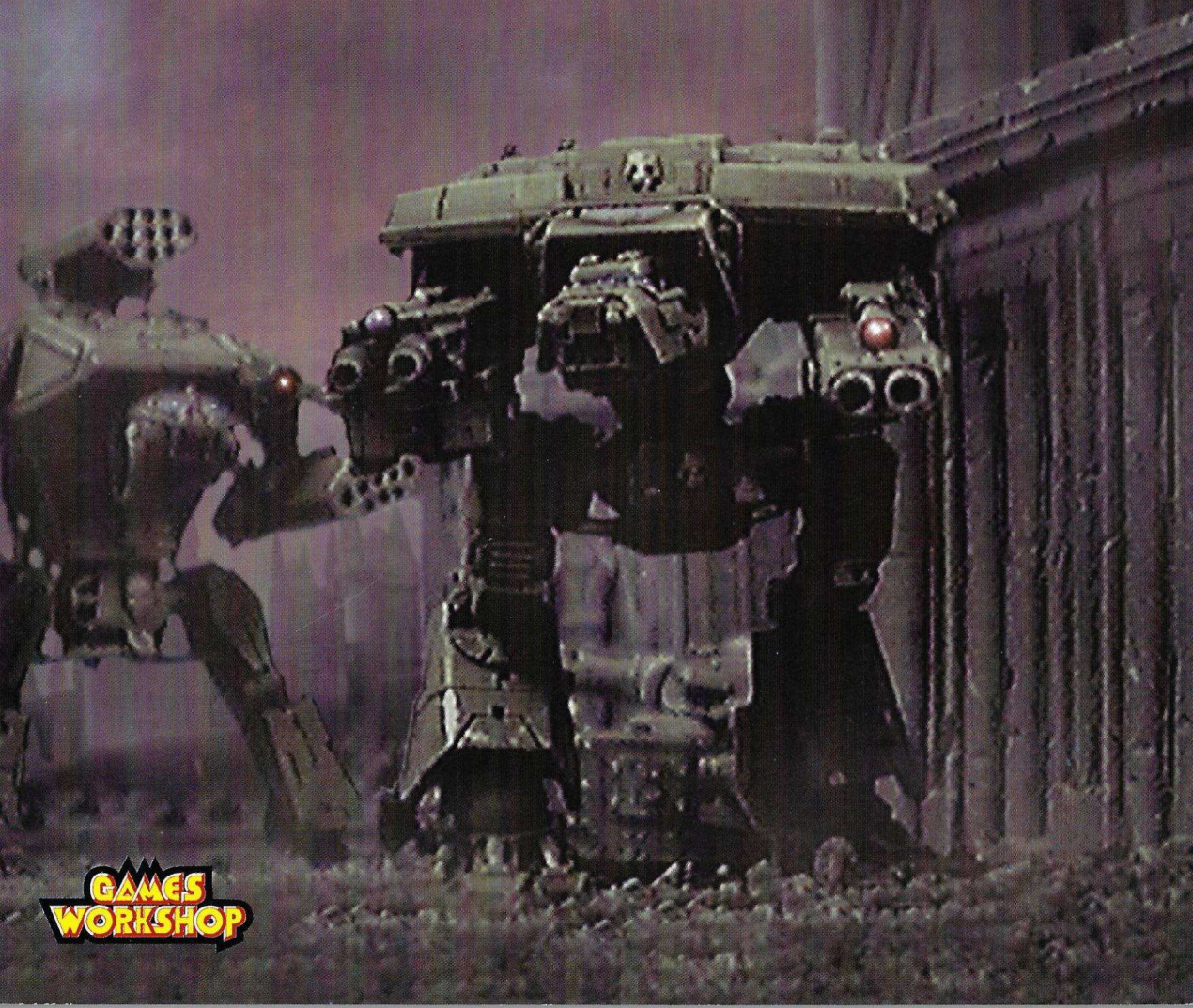
ADVANCE TO CONTACT!

Lightning Fighters

Abominatus in Adeptus Titanicus

Experimental Rules: Fortifications

Building Terrain Boards



GAMES
WORKSHOP

PAINTING IMPERIAL TITANS

Imperial Titans can be painted in a number of 'styles'. This Warhound has been given a very military style colour scheme, as if it was a tank or armoured car, painted to be camouflaged. Treating your Titan like a tank model means you can vary the camouflage scheme for its environment. Snow schemes, desert schemes, jungle patterns, ash wastes, purple oxide deserts of Voron IV, you name it, you can do it. If your army already has a set colour scheme then this can work well, reinforcing the overall look and making your army appear like a single whole.

The second method is to use the Titan Legion's own colour scheme. Many have their own colours (much like Space Marine Chapters). For example, the War Griffons use grey and yellow with a blue trim. Don't feel you have to copy though, making up your own Legion's colour scheme is fun. Try not to go too mad with too many bright colours.

Bright colours brings me to the third option, and one I like. Heraldry. Treat your Titan as if it was a medieval knight, give it its own livery. Half and quarter patterns of opposing colours, stripes, chevrons, fleur-de-lys, animals rampant or mythical beasts all make suitable decoration for a Titan. Take a look at some reference material (Warhammer Bretonians for example) before starting to plan it out. An expert painter could really go to town here! Don't forget transfers are also an excellent source of heraldic devices which are too tricky to paint by hand.

Warwick



Warhound painted by Rob Townsend.



Warlord in a snow colour scheme. Note that it has been converted to be armed with a rocket launcher on the carapace. By Alexander Weigl.

EPIC 40,000 MAGAZINE

EDITORIAL

Hello again fellow Epic enthusiasts, and welcome to issue 6.

Since Epic Magazine started we've been rather busy bringing you all the rules and datafaxes to play Adeptus Titanicus. Those of you who have been with us since the start will know it has been through many twists and turns, until it has reached its current point, as a stand alone game of Titan vs Titan combat. The work of covering all the races has now been completed, but as the entire project comes under the experimental rules banner it is far from complete. In fact it is very far from the finished game, and we know that there is much play testing to do. This is where you all come in. If you play AT then let us know what you think. We'd especially like to know about parts of the rules which seem broken, all the changes may mean that some of the original game mechanics are broken. Already, our own play testing has revealed a few problems, like the fact that because you can no longer choose to shoot high or low (basically because everybody fired low trying to hit the legs) you cannot hit a Gargant in the head (the head is always hit location 7). Things like this need fixing, so if you come across any let us know.

OK that said, what about this issue of the magazine? Well, we have rules for Forgeworld's new Lightning fighters to reinforce the Imperial Navy. Forgeworld are working their way through all the Imperial Armour range in Epic scale, and over the coming months more will follow.

Last month we covered the Chaos Titans for AT, but ran out of room for the Abominatus datafax. Here it is, an absolute monster I think you'll agree. Last issue we were aware that Chaos Titans are hard (impossible) to get. You have to convert your own. This of course is great fun, and Alexander Weigl has done just that. We've included a few of his conversions to inspire other players. Of course this applies just as much to Epic 40,000 as it does to Adeptus Titanicus. On the same subject, next issue we hope to be able to show you Mark Bedford's new Chaos Warlord model, as well as new miniatures for the Chaos range which were missed out first time round, including Chaos Dreadnoughts and Chaos bikers.

For Epic 40,000 players we have new experimental rules for fortifications. Matt Keefe has come up with them, and they are quite complex. The basic rule mechanic is a nice one, only using blast markers to indicate damage, and the idea of being able to 'buy' fortifications as part of your army (if the scenario allows it) also appealed to me. That's why the rules are here. I recommend veteran Epic players give them a try.

Happy gaming

— Warwick Kinrade

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Published by
FANATIC
Games Workshop Ltd
Willow Road
Nottingham
NG7 2WS • UK

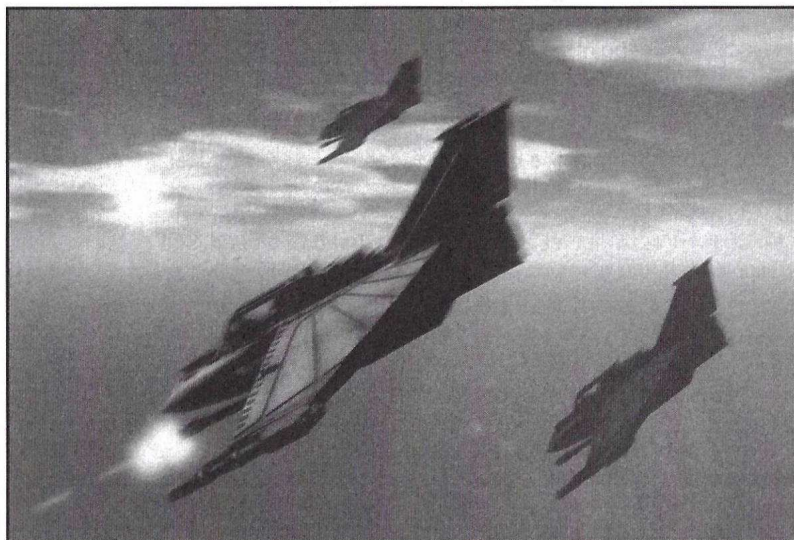
Editor
Warwick Kinrade
Cover Picture
Titan Battlegroup advance
by Tony Cottrel
Production
Warwick Kinrade
Andy Hall
Proof Reading
Talima Fox

Product Code: 6004 0399 007

LIGHTNING

Imperial Fighter

Experimental Rules by Warwick Kinrade

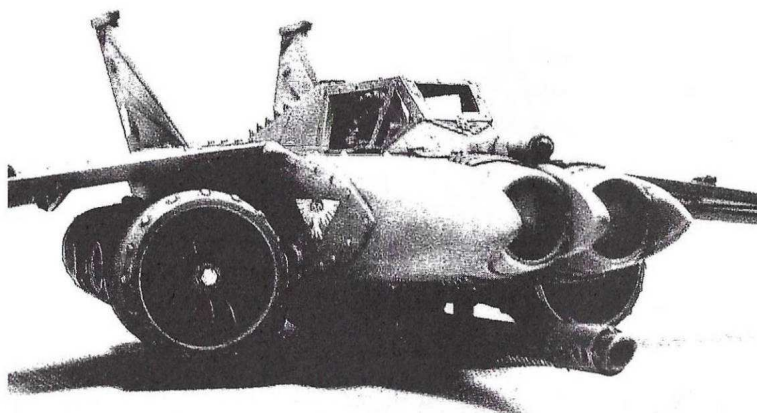


Although the Thunderbolt and the Marauder form the backbone of the Imperial Navy's fighting forces there are many other aircraft under its command. As well as the spacebound Furies and Starhawks common to the flight decks of Navy carriers, there are a bewildering array of lesser craft used locally. Shuttles, dropships, transporters, reconniassance and spy craft, as well as locally produced attack aircraft,

such as the long ranged '*Faustus*' class interceptor sometimes employed by battle fleets in the Segmentum Pacificus, are all examples of the Imperial Navy's many smaller aircrafts. The Lightning is also one such craft. Although not nearly as widely spread as the Thunderbolt it is well liked by its crews and its service record is comparable to any other fighter employed by the Navy. Fighter squadrons are always equipped with the same aircraft, to avoid logistics and repair problems, and a squadron will either be equipped with Lightnings or Thunderbolts, not both.

THE LIGHTNING

Following the Saint-Saen Crusade which liberated twelve worlds in the Segmentum Obscurus, the STD patterns for the Lightning were recovered on Karnak II by Adeptus Mechanicus exploration teams. The plans were immediately placed in the hands of the Adeptus Mechanicus lords of Cypra Mundi. These ancient lords then sat in judgement, took readings of the Emperor's Tarot and the advice of their oldest and wisest technicians before deciding that the omens were favourable, and they could begin work with the Machine God's favour. It took over half a millennia of trials, testing, careful research and devotions to the Machine God before the first Lightning saw service with Battlefleet Obscurus. After initial problems with the swept wing design were corrected, the fighter was given approved status and went into full production, supplying the Fleet carriers and cruisers.



Slowly the STD technology has been disseminated to two other major naval centres, at Bakka and Hydraphur, and Lightning squadrons are now in service alongside the more common Thunderbolts in the fleets of Segmentum Tempestus and Pacificus as well.

The fighter's main role is engaging enemy aircraft and establishing air superiority over the battlefield. Based on orbiting spaceships or on rapidly established forward air bases, squadrons of Lightnings fly patrols and intercept missions, and supply fighter cover to Marauder bomber missions. Plummeting from orbit or racing from ground airfields, Lightnings are given licence to engage targets of opportunity on the ground should they identify an enemy threat. Although this is not their primary function, the twin lascannons mounted on the wing tips and the long autocannon under the nose make it an effective ground-attack weapon.

Speed	Range	Firepower	Assault	Armour	Special
flyer	45cm	2	3/2	5+	

THE LIGHTNING - STRIKE VARIANT

The Lightning Strike is actually the same aircraft as a Lightning, only with a different weapons fit. The nose-mounted cannon is removed to save weight, and rocket racks added under the wings and fuselage to take six Hellstrike rockets.

This weapons fit is only used on Lightnings that are in a dedicated ground attack role, with the primary mission of targeting enemy armour. During a major offensive Lightnings are used in close support of Imperial Guard infantry on the ground. A 'taxi rank' of Lightning Strikes will circle the battlefield, awaiting contact from a front line Imperial Guard commander in need of assistance. The Lightning will then swoop down towards the requested target, unleashing a barrage of rockets before climbing back to the rank.

This system allows the Imperial Guard to have constant heavy firepower on call, and makes the movement of enemy armour difficult.

Speed	Range	Firepower	Assault	Armour	Special
		as Lightning			+ Tank Destroyer

USING THE LIGHTNING

The Lightning and the Lightning Strike variant are both Main Force choices for Imperial Air Detachments (see page 38 of the Epic 40,000 Armies book).

They are bought as a single aircraft, with each aircraft counting as a single Main Force choice.

A Lightning or Lightning Strike costs 35 points each.

As a squadron is equipped with only one type of aircraft you cannot mix Thunderbolts and Lightnings in the same detachment. If the detachment contains any Lightnings then you cannot take any Thunderbolts. If the detachment contains any Thunderbolts then you cannot take any Lightnings. You may take both types in different detachments. You may freely mix Lightnings and Lightning Strikes in the same detachment.



Forge World

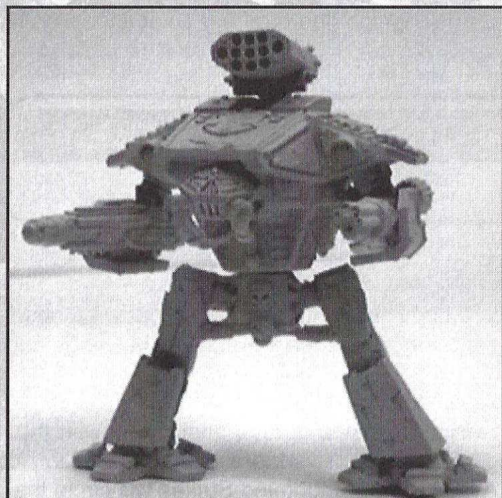
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ABOMINATUS

Experimental Rules for the Despoiler of Worlds in Adeptus Titanicus

by **ANDY MEECHAN**

Last issue we ran out of room for the largest of all the Chaos Titans – Abominatus, the corrupted and heretical version of the Imperial Emperor class Titan. As yet there is no model for this monstrous war engine, so if you want to include it in your games then you'll need to convert one from an Imperator or War Monger (if you are lucky enough to own a copy of Firepower magazine issue 2 then you'll already have Adrian Wood's article on how he made his Abominatus). Failing that see pages 8-9 of this magazine for some ideas on converting Chaos Titans, and just apply them on a grand scale!

MOTHER OF ALL TITANS

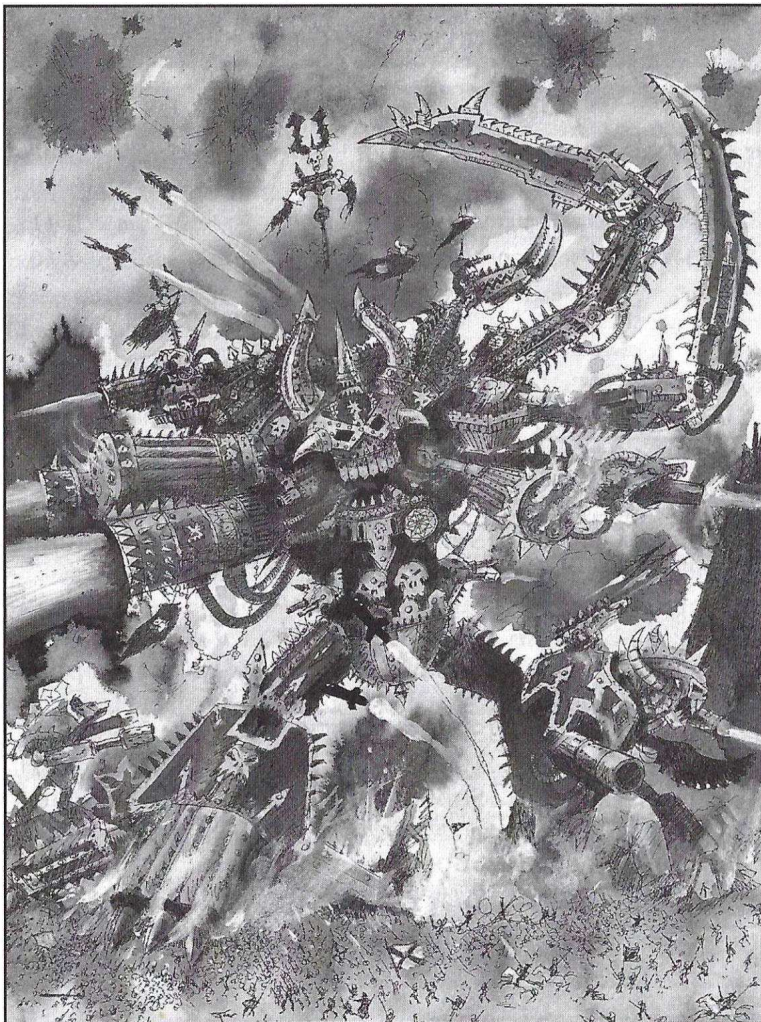
How many Traitor Legions still posses the fearsome Abominatus (as Imperial forces have called it) is the subject of much conjecture amongst Imperial commanders. Whatever the truth it cannot be many, as they are rarely encountered. If there are many more, hidden away behind the

shroud of the Eye of Terror, then the forces of the Imperium are in great peril, for few weapons can stop them. Armed and armoured much like its loyal counterpart, the Abominatus has one advantage. Where the Imperator uses massed firepower to defeat its foes, the Abominatus has the Mangler, a massive close combat weapon easily capable of destroying any other Titans. This crucial advantage means the Abominatus dominates any battlefield it bestrides!

Any Grand Master of a Titan Legion dreads an encounter with such a terrible weapon, knowing that stopping it will cost him heavily in Titans and crews.

POINTS COST

For the moment use Epic 40,000s points cost for the Abominatus in Adeptus Titanicus. Each Abominatus costs 900 points.



ABOMINATUS

Speed	Manoeuvre	Gunnery	CC Skill	Void Shields
10cm	1	4+	4+	12

Location	Arc	Weapon	Range/Spd	Acc	RoF	FP	Str
Towers	F	Mangler	6	-	3	-	8
Towers	AR	Volcano Cannon	60cm	-	1	SHW	9
Towers	F	Gun Tower 1	45cm	-	1	3	6
Towers	F	Gun Tower 2	45cm	-	1	3	6
Towers	F	Gun Tower 3	45cm	-	1	3	6
Towers	F	Gun Tower 4	45cm	-	1	3	6
Left Arm	LA	Plasma Annihilator	45cm	-1	6	24	8
Right Arm	RA	Hellstorm Cannon	90cm	-	3	3x SHW	7
Bastions	F	Secondary Weapons	30cm	-	-	12	-

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
1	Legs	10	1	Leg	10	1	Leg	10
2	VSGs	12	2	Plasma Reactor	12	2-3	Plasma Reactor	11
3-4	Arm Weapon*	10	3-4	Arm Weapons*	10	4-5	Arm Weapon*	10
5	Head	12	5	Head	12	6	Towers**	8
6	Towers**	8	6	Towers**	8			
*Hits weapon closest to attacker			*Hits weapon closest to attacker			*Hits weapon closest to attacker		
** Hits random weapon			** Hits random weapon			** Hits random weapon		

DAMAGE

Mangler	Armour Cracked	<input type="checkbox"/> Superficial	<input type="checkbox"/> Major	<input type="checkbox"/> Catastrophic
Volcano Cannon	Armour Cracked	<input type="checkbox"/> Superficial	<input type="checkbox"/> Major	<input type="checkbox"/> Catastrophic
Gun Tower 1	Armour Cracked	<input type="checkbox"/> Superficial	<input type="checkbox"/> Major	<input type="checkbox"/> Catastrophic
Gun Tower 2	Armour Cracked	<input type="checkbox"/> Superficial	<input type="checkbox"/> Major	<input type="checkbox"/> Catastrophic
Gun Tower 3	Armour Cracked	<input type="checkbox"/> Superficial	<input type="checkbox"/> Major	<input type="checkbox"/> Catastrophic
Gun Tower 4	Armour Cracked	<input type="checkbox"/> Superficial	<input type="checkbox"/> Major	<input type="checkbox"/> Catastrophic
Plasma Annihilator	Armour Cracked	<input type="checkbox"/> Superficial	<input type="checkbox"/> Major	<input type="checkbox"/> Catastrophic
Hellstorm Cannon	Armour Cracked	<input type="checkbox"/> Superficial	<input type="checkbox"/> Major	<input type="checkbox"/> Catastrophic
Void Shield Generators	Armour Cracked	<input type="checkbox"/> Superficial	<input type="checkbox"/> Major	<input type="checkbox"/> Catastrophic
Legs	Armour Cracked	<input type="checkbox"/> Superficial	<input type="checkbox"/> Major	<input type="checkbox"/> Catastrophic
Head	Armour Cracked	<input type="checkbox"/> Superficial	<input type="checkbox"/> Major	<input type="checkbox"/> Catastrophic
Plasma Reactor	Armour Cracked	<input type="checkbox"/> Superficial	<input type="checkbox"/> Major	<input type="checkbox"/> Catastrophic

Improvised Attacks	Repair Rolls
D3+2	12

EPIC 40,000

FIREPOWER

The purpose of this section of Epic magazine is to keep you up to date with what is going on with Epic. Basically, what we'll be doing is publishing 'New Rules' (NR) and 'Experimental Rules' (ER) in Epic magazine for Epic. The New Rules have to be used where applicable, while the Experimental Rules are optional and can only be used with an opponent's consent. If the feedback on the Experimental Rules is positive enough we'll upgrade them to New Rules status in future issues of Epic magazine.

So you can keep track of what the state of play is with the various New Rules and Experimental Rules, every issue of Epic magazine will include this section, and we'll also have a similar page on our web site. Along with other bits and pieces of news and gossip, this section will list the New Rules, Experimental Rules and Errata that currently apply to the Epic game system. More importantly it will tell you where you can find this information if you don't already have it, by listing the place where the original article was published. If the original source is no longer available, you'll be able to order photocopied versions for a small fee, and/or you'll be able to find electronic versions to download at our website. These are marked with a *.

NEW RULES

Adeptus Titanicus II. New Rules for Titans. *Epic Magazine 1 **

Adeptus Titanicus II update. *Epic Magazine 3**

Emperor Class Titans. *Epic Magazine 1**

Adeptus Mechanicus Army List. *Firepower 1*

From the Battlefront. *Firepower 1*

Air Superiority. *Firepower 1*

Princes of Chaos. Daemonic Legions. *Firepower 1*

Supreme Warriors. Space Marine detachments. *Firepower 2**

On the Wings of Death. Deathwing detachments. *Firepower 2*

Alternative Guard Detachments. Option 3. *Firepower 3*

Genestealer Cults Army List. *Firepower 3*

Green is Meaner. Ork detachments. *Firepower 2**

Imperial Tunneller Detachments. *Firepower 4*

Allocating Hits. A new method. *Epic Magazine 5*

EXPERIMENTAL RULES

Vehicle Variants. New Tank abilities. *Epic Magazine 2**

Leman Russ. New models. *Epic Magazine 2**

Super Heavy Tanks. Updates for ATII. *Epic Magazine 2**

Third Wave. Updated Ork detachments. *Epic Magazine 2**

Orkimedes Kustom Gargants. Gargants in ATII. *Epic Magazine 2**

Warriors of Justice. Arbites detachments. *Firepower 1*

Epic 40,000 – the Director's Cut. *Firepower 1*

Hand of Fate. New Fate cards. *Firepower 2*

Ordo Malleus detachments. *Firepower 3*

Green Machine. New Ork detachments. *Firepower 3*

Penal Legions detachments. *Firepower 3*

The Phantom's Menace. Eldar in ATII. *Epic Magazine 3*

Medic! Imperial Support units. *Firepower 4*

Tribal Gathering. Ork detachments. *Firepower 4*

Epic Seige. *Firepower 4*

Fortifications. *Firepower 4*

Big, Bad, Bugs. Tyranid Bio-titans in ATII. *Epic Magazine 4*

All in your Warhead. Deathstrike Missile alternatives. *Epic Magazine 4*

Destroyer. New Models. *Epic Magazine 5*

ERRATTA

Adeptus Titanicus II. Clarifications, Q and A. *Epic Magazine 2*

From the Battlefront. *Firepower 1*

Q and A. *Firepower 2*

Q and A. *Firepower 3*

House Rules: Squat Army Lists. *Firepower 1*

CHAOS TITANS

SUGGESTIONS FOR CONVERTING CHAOS TITANS FOR ADEPTUS TITANICUS

Models by **ALEXANDER WEIGL**. Text by **WARWICK KINRADE**

Last month we covered the rules for Chaos Titans in Adeptus Titanicus (with the Abominatus covered on page 5 of this issue). Now, we are aware that miniatures for Chaos Titans are a problem. Currently there are no large Chaos Titans available (only small Slaaneshi ones, see below). This is a problem we hope to be able to sort out very soon, as I type Mark Bedford is working on a new Chaos Warlord. In the meantime, Mail Order do have an extensive range of parts to use for conversions, and if you want to use Chaos Titans in your games then this is what you are going to have to do.

Now you could see this as a bad thing, but actually modelling is a big part of the gaming hobby, and great fun. It is your chance to make your own unique and really cool Chaos Titan, which is a fantastic model project. Chaos Titans' millennia long exposure to the warp has twisted them into a hideous mockery of their former-selves. They also have daemons bound within them, fusing flesh to metal. This background allows you to go to town! Titans



with two heads, tentacles, daemon faces and claws are easily imagined. Don't go too mad though, choose your mutations carefully, you still want the model to be recognisable as a Titan in the end.

And that is just what Alexander Weigl has done. Using scavenged parts from all over the Warhammer 40,000 range he has made himself two Chaos Warlords and a Banelord.

The first two are heavily based on the current Imperial Warlord Titan, which is a good starting place. On the first he has changed the head (actually using Ahrimans head) and altered all its weapons, including those on the carapace. No Chaos Titan would be complete without the addition of a few extra spikes and blades. The second is a heavier conversion. Again, all the weapons have been modified, with the notable addition of a Necromunda Pitlaves Buzzsaw as an effective close combat weapon and, a Chaos Titan tail.



The addition of Chaos transfers, and hanging banners with Chaos symbols also goes a long way towards identifying the new model as a traitor.

The third Banelord Titan is a more complex model, involving some very old (and now unavailable) parts. It does, though, use all the metal parts from the original Banelord fitted to a different body. If you want to include a Banelord, then you're going to have to do the same for now.

There is good lesson here for all Adeptus Titanicus players. Converting Titans is the best way to get the weapons fits you require. In the long term we are hoping to make all the different weapons to fit the different Titan bodies: plasma blast guns, turbo lasers, Vulcan mega-bolters, the works, to allow players a free choice of weapons fits. This is a while off yet, we are still developing the game rules. In the meantime we suggest players look to the back catalogue and use these old models as the basis for converting.

When doing this don't ignore the Warhammer 40,000 miniature ranges. They have some useful parts, and 40K scale heavy weapons can easily be converted into Titan-sized weapons



for Epic or Adeptus Titanicus. For Chaos look out for Daemon heads and tails to use instead of Titan heads. A Tzeentch Titan would look great with a Flamer of Tzeentch's beaked head, or a Khornate Titan with a Bloodletter's or Fleshhound's face.

As well as heads, tails and weapons also scour the back catalogue for banner poles and nice details like icons. Forgeworld do a range of small chains for their Imperial Armour tanks, but they would be just as useful as banner chains on a Titan, or for displaying gory trophies of war.

The last thing to consider when planning your Titan conversion is the base. The Titan's large base cries out for a bit of scenic modelling. Small bits of ruined buildings, some advancing infantry beneath its feet, craters or destroyed vehicles from your bits box will all add to the overall effect of the model and make it the centre piece of your army. It would be wise to make the base fit to whatever scenery you have. If you play most of your games on a green board then the base should be green as well. Obvious I know, but I have seen a snow camouflaged Titan on a flocked green base!



MAN THE BARRICADES!

Experimental Advance Rules for fortifications in Epic 40,000 by MATT KEEFE

The following rules are designed to allow you to incorporate fortifications, such as bunkers, walls and reinforced buildings into games of Epic 40,000, perhaps as part of a siege or other specially designed scenario.

Types of Fortification

The term 'fortifications' encompasses pretty much all defensive structures and buildings, including walls, bunkers, towers, gatehouses, gun positions and dugouts. Exactly what your fortifications look like and what you choose to call them is up to you. However, for the purposes of the game itself we shall refer to two different types of fortification: structures and linear fortifications.

Fortified Structures include all buildings and other self-contained fortifications, such as particularly large or free standing bunkers and forts. A structure can be of any size you wish, but this will affect its strength (as described later). For particularly large structures you may wish to divide them into smaller sections, each counting as a separate structure for purposes of shooting and resolving damage. This is recommend only for structures where the model is actually divided into separate pieces, otherwise it can be difficult to show which sections have been destroyed. If a structure is made as a single model it is probably best to treat it as a single, very large structure.

Linear Fortifications include those kinds of defences which run in lines for a great distance, such as walls, defence lines or trenches. Linear fortifications are divided into sections, each of which should be approximately 75mm long. They can be as high and as deep as you wish, since this will be reflected in their strength. It is not crucial that every section be precisely 75mm, just so long as they are all somewhere in that region as this makes it easy to record which sections have been damaged or destroyed. Each section is treated as a separate fortification when it comes to shooting and resolving damage against them.

Both these types of fortification are treated in largely the same way, regardless of their actual type. The only major difference is their size. To represent this, each different section (wall, bunker, etc) has a strength of 1-3. The following briefly summarises this:

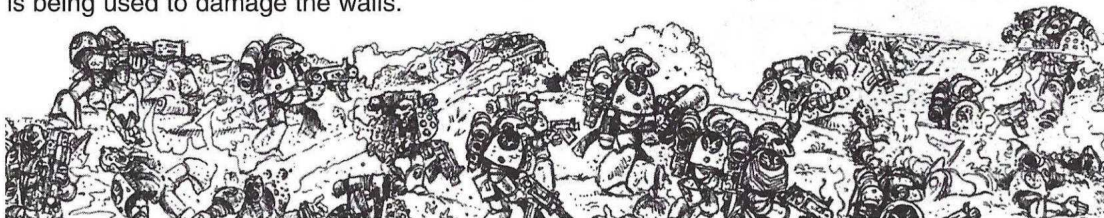
Str 1: A standard wall or barrier. A solid construction, but not reinforced.

Str 2: A good, solidly constructed fortress wall, most bunkers or a reinforced building.

Str 3: An exceptionally tough bunker; a reinforced gatehouse; large reinforced buildings or complexes.

Attacking Fortifications

Ordinary infantry weapons will be ineffective against even the weakest fortifications. However, in Epic most units carry amongst them at least some form of heavy weaponry, which can be used to damage walls. Often one member of a squad will carry a missile launcher, lascannon or other heavy weapon, so we can imagine that it is these, rather than massed firepower, which is being used to damage the walls.



To represent this, when a detachment fires at a fortification add up the firepower as normal, but do not roll any dice. Instead, just place the relevant number of Blast markers on the fortification in question – these hit automatically (it's quite hard to miss several hundred tons of armoured plascrete!). Units, must, however still be within normal range and line of sight in order to shoot at a fortification.

Just like normal firing a detachment may split its firepower between different targets. So, some units in a detachment may target the fortification, whilst others fire at the occupying detachment, or at another target all together.

Assaulting Fortifications

It is possible for detachments to assault fortifications. They are assumed to be using short ranged weapons such as flamers, throwing grenades, etc.

If a detachment has assault orders, it may choose to assault an enemy fortification by moving towards it in the normal fashion. No close combat can be fought, so units may not move into base contact with enemy units occupying defences, but a firefight is fought as normal. Detachments defending a fortification which lose a firefight are broken and must retreat as normal – driven out by the assault. Only blast markers placed on the defending detachment count in the firefight, not those placed on the fortification itself.

Destroying Fortifications

At the end of each turn (during the Rally phase) any fortification which has been damaged (ie. has Blast markers on it) must make a Structure check. To do this, roll a number of dice equal to the fortification's Strength and total them up. If the final score is higher than the number of Blast markers on the section or structure, the fortification survives. If the score on the dice is equal to or less than the number of Blast markers the fortification has failed its Structure check and suffers Catastrophic damage (roll once on the Catastrophic damage chart).

Blast Marker Removal and Superficial Damage

Fortifications do not remove Blast markers in the same way as detachments. Instead, any dice on the Structure check which scores a 6 represent only Superficial damage. You may remove 1 Blast marker from the fortification for each 6 rolled during the Structure check. However, Superficial damage does not alter the overall result of a Structure check, so you should determine whether the fortification has collapsed before removing Blast markers.

Blast markers on fortifications do not count towards Army Morale. They should not be subtracted from the Army Morale total in the Rally phase.

A Note on Forgeworld & Other Model Fortifications

Unfortunately, this article is not really the place for a detailed description of how to make Epic fortifications (not least because I am not very good at making them myself). Perhaps someone more talented than I will read this and can provide a suitable follow-up article along these lines. However, I would like to make one quick note on the subject. The Epic 40,000 fortifications produced by Forgeworld provide an ideal set of models to use with these rules. The defence line (wall) sections produced by Forgeworld are all 80mm long. This is an ideal size for the rules presented here. For those of you who are curious, these rules use the guideline of 75mm for linear sections (rather than 80mm), as this is a nice, neat 3". Many people who build their own scenery prefer to construct in lengths of a foot, or a suitable fraction thereof, so 3" seems most appropriate. However, the difference of 5mm doesn't matter in the slightest, and anything between about 60mm and 90mm will work fine in practice. As a cautionary tale however, note that if you do choose to build larger wall sections, they will get destroyed just as easily as the smaller ones and you then run the risk of your troops on them being horribly crushed in the process!

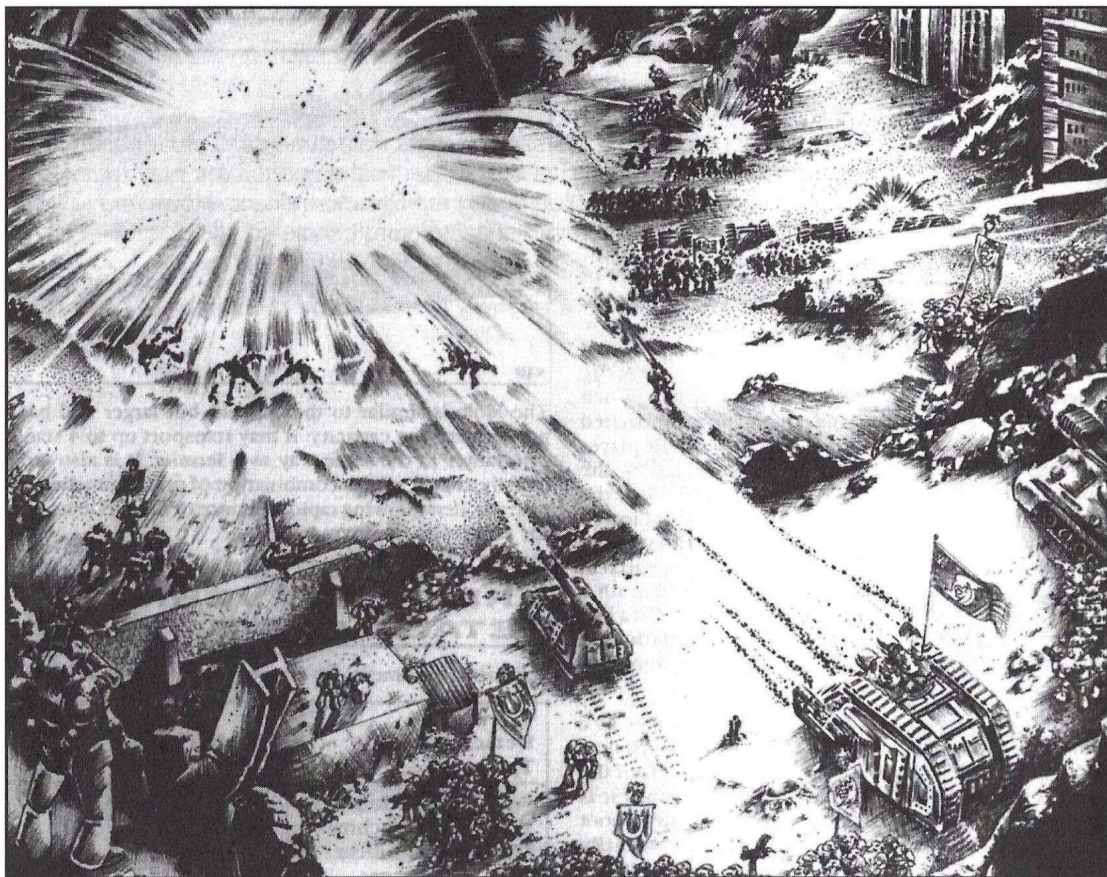
Catastrophic Damage Chart

D6	Result	Effect
1	Breached	The fortification can now be crossed (moved over) or entered by enemy units. The section counts as dangerous terrain to all units. However, the section continues to count as fortified for purposes of shooting. Add +1 to subsequent Catastrophic Damage rolls.
2-3	Partial Collapse	The section is reduced to ruins. Roll a D6 for every Blast marker on the section. On the score of a 6 the Blast marker is transferred to any detachment on this section or an adjacent section. The rest are removed from play.
4-5	Collapse	The section is reduced to ruins. Units on the section are hit by falling rubble, with a Firepower equal to the number of Blast markers on the section when it collapsed.
6	Total Collapse	The section is destroyed. Units on the section are hit as above. Each adjacent section suffers D3 Blast markers.

Ruins and Destroyed

You will notice that the Damage results specify whether the section is ruined. A fortification which is ruined should be replaced by an equally sized section of ruins. Ruins are treated identically for the purposes of the Terrain Effects table.

Ruins are literally that – reasonably large ruins with some surviving pieces of wall or partial buildings. The ruins from the Epic 40,000 box are ideal and you can just cover the area



occupied by the destroyed fortification with these. Ruins should be sufficiently imposing to provide at least a little cover for infantry and also block line of sight slightly.

Destroyed is basically just a covering of detritus on the ground. The fortification is flattened, and will not provide the Infantry Armour bonus noted on the Terrain Effects table.

Trenches, Dugouts and other 'Soft' Fortifications

Certain fortifications have no Strength value and are termed soft fortifications. These are included here for sake of completeness, and because they form an important part of sieges and other attack/defence games. They do not however use the rules presented here (except where noted) but are dealt with using the normal rules for cover. This means that you can move into or across them (subject to the Terrain Effects table) or assault against units within them. Similarly, shooting at a soft fortification uses the normal rules, and they are not 'attacked' with Blast markers. Some of these soft fortifications (dugouts, for example) can still be attacked and destroyed, but this is noted in the relevant entry where appropriate.

The following pages include notes on incorporating fortifications into a variety of different types of game, as well as a few additional rules for those so inclined.

Super Heavy Weapons vs Fortifications

These are, by their very nature, extremely effective against fortifications. As you will know, super-heavy weapons have their own chart for calculating the number of blast markers, which means they tend to pummel walls harder than anything else. Many super heavy weapons have unique effects, which work differently against walls than against other troops. These are as follows:

Barrage – Each fortification or section counts as one unit for the purposes of working out firepower. Detachments under the barrage template take damage as normal. All Blast markers are placed on the fortification, not the unit.

Heavy Barrage – Each fortification or section counts as two units for the purposes of working out firepower. Detachments under the barrage template take damage as normal. All Blast markers are placed on the fortification, not the unit.

Mega Cannon – D3+1 Blast markers on the section most covered by the template (i.e. a mega cannon cannot affect multiple fortifications).

Super Lifta Droppa – A hit from a Super Lifta Droppa places one Blast marker and forces an immediate Structure check.

Close Combat Weapons – War engines with close combat weapons may assault a fortification. No close combat is fought, but the close combat weapon places D3 Blast marker and causes an immediate Structure check.

Using Fortifications

You will probably be aware that a number of scenarios allow one or both players to use fortifications. Any player entitled to do so by the scenario may freely select fortifications from the following lists, at the relevant cost. A number of the fortifications are free, though this does not mean you can use them in any old battle – it must still be a scenario which permits fortifications. Certain scenarios may exclude the use of certain types of fortification, and this will be described in the relevant scenario. Unless specifically noted otherwise in the scenario, any player using fortifications must deploy first.

Tank Emplacements

Cost: 25% of Detachment cost

Any detachment that is composed of at least 50% vehicles (ie. more than its half Strength value) may be deployed in tank emplacements. This costs an additional 25% (round odd fractions up) of the detachment's entire cost. One emplacement is deployed for each tank in the detachment, and each tank must be set-up in its emplacement. The following special rules apply:

Vehicles in a tank emplacement gain an Armour value of 6.

Up to two infantry stands may be placed alongside each tank in the emplacement. Infantry deployed in this way gain a +1 Armour bonus.

Tank emplacements are destroyed when the tank they contain is destroyed, or when the vehicle leaves the emplacement (see below).

An empty emplacement collapses and cannot later be occupied by a different vehicle, though you should leave them on the tabletop for aesthetic reasons. This is to prevent the rather dubious tactic of buying emplacements for a cheap detachment, then driving the tanks away and allowing more expensive vehicles to take their place.

Bunkers

Cost: 50% of Detachment cost

Any detachment that is composed of at least 50% infantry (ie. more than its half strength value) may be deployed in bunkers. This costs an additional 50% (round odd fractions up) of the detachment's entire cost. One bunker is deployed for every two infantry stands in the detachment, and each bunker must be within 10cm of at least one other bunker belonging to the detachment. The detachment must then be deployed around the bunkers, with at least one infantry unit from the detachment in each bunker. In addition, one special command bunker is placed for the detachment. The detachment HQ must be deployed into this command bunker. The following special rules apply:

A bunker may contain up to two infantry units, or one Walker vehicle.

Units in bunkers gain an Armour value of 6.

Any units in bunkers will always count as being in command whilst the command bunker remains standing. If the command bunker is destroyed the detachment becomes subject to the normal rules.

Bunkers have a Strength of 2.

Note: If you wish to include larger bunkers in your defences, you must purchase these as fortified structures (included later in this list).

Walls, Defence Lines, etc.

Cost: Strength x 10 points

You may include as many defence lines or walls as you wish, in individual sections of approximately 75mm. Each section costs 10 points, multiplied by the sStrength of the section. The Strength of an individual section is up to you, but should be a reasonable reflection of the actual model. Defence lines never have a Strength greater than 2.

The number of infantry units which may occupy a wall is equal to its Strength x 2 (i.e. a wall with strength 1 may hold up to two infantry units, strength 2 up to four, strength 3 up to six). Troops on a wall gain the Infantry Armour bonus for fortifications.

Vehicles cannot be placed on raised walls, but can be stood behind defence lines.

Special: Additional Wall Features

A wall or defence line can contain additional defensive features from the list below. A single section may contain only one of the following features, but the effects apply to all units on that section. Including a feature raises the section's basic cost to 15 points (before multiplying by the section's Strength).

Bunkers: The wall section contains many small bunkers or specially constructed gun positions. The number of infantry units that may occupy the wall is doubled. Infantry units in the bunkers gain an Armour value of 6.

Tank Emplacements: The wall is specially adapted to house artillery and other vehicles. You are free to place vehicles on such a section, and may place as many as the model permits. Vehicles in tank emplacements gain an Armour value of 6.

Razorwire

Cost: Free

You may set-up razorwire within 15cm of any of your trenches, dugouts, bunkers, walls or defence lines. Each section of razorwire should be no more than 15cm long by 5cm wide. The following special rules apply:

Infantry or vehicles that are marching or assaulting cannot cross razorwire.

War engines, skimmers, flyers and troops with jump packs ignore razorwire.

Minefields

Cost: 10 points each

You may set-up minefields within 15cm of any of your trenches, dugouts, bunkers, walls or defence lines. Each minefield should be no more than 15cm long by 5cm wide and costs 10 points. The following special rules apply:

Any unit that enters a minefield is attacked with a Firepower of 1.

Minefields ignore void shields and power fields.

Skimmers are affected by mines, but flyers are not.

Tank Traps

Cost: 10 points each

You may set-up tank traps within 15cm of any of your trenches, dugouts, bunkers, walls or defence lines. Each set of tank traps should be no more than 15cm long by 5cm wide and costs 10 points.

Tank traps are impassable to vehicles.

Infantry and war engines are not affected by tank traps

Skimmers and flyers are not affected by tank traps.

Roadblocks/Barricades

Cost: 20 points each

Roadblocks are identical to razorwire, except that they may be deployed on any road, anywhere on the board. Each section can be used to block a road of up to 20cm in width.

Fortified Structures

Cost: Varies

For obvious reasons, fortified structures come in an almost infinite array of shapes and sizes. In addition, buildings can be also fortified. Buildings that are not fortified are treated as terrain; those that are can be bought as part of an army.

When purchasing a fortified structure, both its Strength and its cost will depend upon the size of the actual model.

Size of Model	Strength	Cost
Up to 25mm square	1	30 points
25-100 mm square	2	75 points
Over 100mm square	3	150 points

Note: Fortified structures of over 200mm square (God forbid!) must be divided into smaller section. Anything else is just not practical.

You may, if you wish increase a smaller buildings Strength (ie. a building of 50mm square could be given a Strength of 3) but if you do so you must pay the cost for the building that normally has the appropriate Strength (in this case the cost would be 150 points instead of 75 points). The size of building are just a guideline, so if you have a particularly well armoured building, use a higher Strength for it. However, the reverse does not apply, so you can never have a building bigger than its Strength would permit.

Any fortified structure can contain as many infantry units as it is possible to place on its roof. Vehicles cannot enter fortified structures unless the model is specifically designed to allow this and the vehicles can be physically placed at an appropriate point on or in the building.

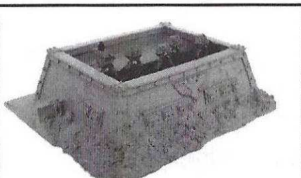
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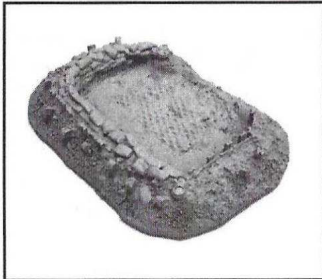
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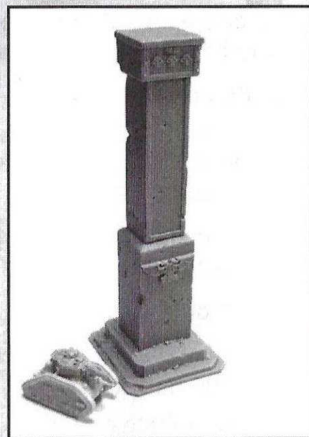
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CITYSCAPE

Building an Epic 40,000 demonstration board by Warwick Kinrade and Keith Krelle

Keith Krelle and myself have recently been playing an Epic mini campaign, five or six linked battles, and our first games inspired us to make some new terrain. Thus far we had played all our games on standard green boards, but we wanted something more characterful and appealing. For me most of the joy of playing a wargame comes from the aesthetic appeal of the board. I like nice terrain, I like nicely painted toy soldiers, and I like them all to fit together into one cohesive whole. Who wins the battle comes a poor second to this.

Black Library day was also approaching, We wanted to put on a great Epic demonstration game. Fanatic was looking to put on one game from each of our game systems (and we did) and Epic was the missing link. It also happens to be Keith and myself's favourite game. The lack of any good terrain was hampering us somewhat, so we decided to rectify this situation and make some. We had four weeks until Black Library day, plenty of time to make a new games table.

By chance Forge World had started to make a 2' by 4' cityscape display board when they had released their Epic buildings range, in order to show off the new models at their best. But under the weight of other work the project had stalled, half complete and unpainted. Here was a good starting point, half a board already covered in buildings. Keith and I negotiated a deal. If we could have the board and enough resin buildings to finish it we'd do the work, and then Forge World could have the finished board to use for displaying at shows, and we could use it for our games. Forge World supremeo, Tony Cottrell agreed, and so we were ready to start. We also decided that, given free access to Forge World's warehouse we should use at least one of everything they make for Epic, and if possible, more. We wanted to include the defence lines, tank emplacements, bunkers, tank traps – the works!

The board itself would be in three sections. The first would be Forge World's cityscape. The second would be more buildings; this time including plastic ruins, with a defence line running across the board. As a part of the defence lines there would be bunkers and road blocks. Beyond the defence lines would be an area of cleared rubble, giving the defenders a clear line of sight. The third section would be more rubble, including ruined buildings – provided by the Epic plastic buildings sprue. In amongst these buildings would be positioned tank emplacements and command bunkers – the forward positions of the attackers in the forth coming scenario. This board would also include a canal, just for looks, and the bridge over it would make a suitable objective in later battles.

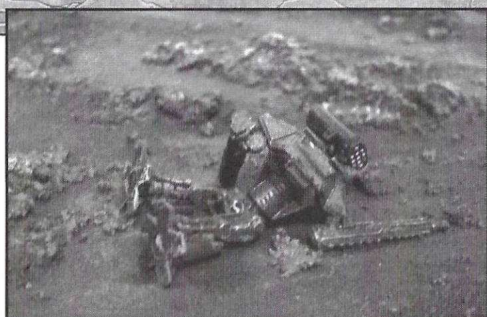
Finishing the Forge World board was easy, and involved a giant jigsaw puzzle as we fitted buildings and road sections together, all these were PVA glued to the MDF board base.

On the second board we positioned the defence line half way across, complete with bunkers, and where the roads passed through this line we placed road blocks and tank traps. A few more buildings and ruins were positioned behind the defence line where the city began.

For the third board we marked out the canal and covered it in packing tape to protect it from glue and paint. The tape could be peeled off later, leaving a cleaned flat expanse for the canal. We scatter plastic ruins liberally around and completed the road that runs the length of the table.

The basics were in place, now it was time for rubble. For the largest piles we snapped up polystyrene tiles and PVA'd them to the boards in no particular pattern. To create the rubble we made a textured mix, taking a big pot of artex paint we added gravel, bits of sprue, smashed bricks (smashing a brick to pieces with a hammer creates great rubble, from large boulders to fine dust. It is also very theraputic!). To this was added black paint to make a dark grey base, and then using spatulas and house painting brushes we daubed it on. Once all the MDF boards were covered it was left to dry.

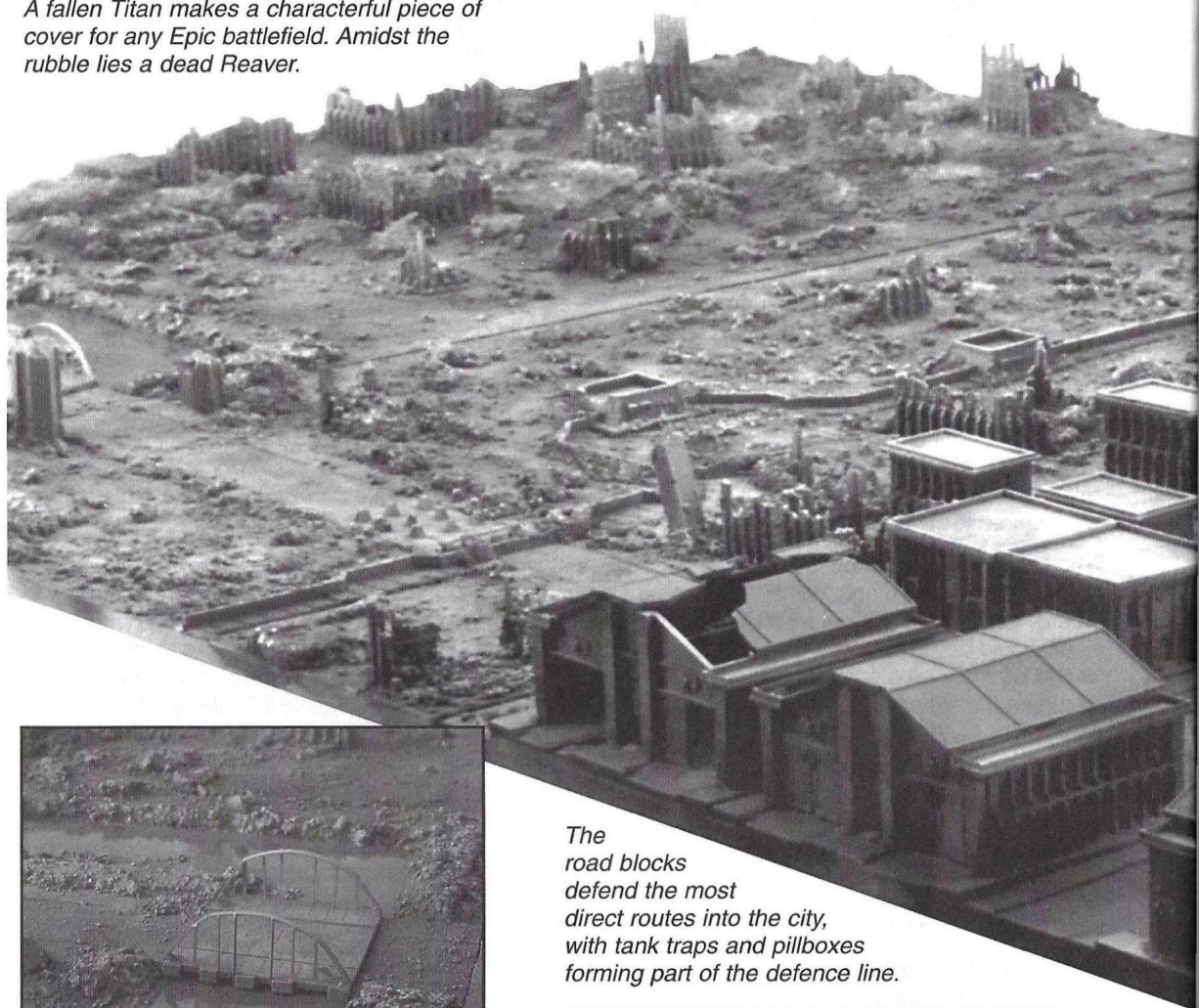
Painting the boards was mostly done with spray cans. Black for undercoat, then dusted over with brown and grey to catch the highlights. It was surprisingly fast. Final details such as roofs, statues, icons, sandbags and the wrecked Titan were picked out with drybrushing. Once the tape was removed, the canal was painted dark green and two thick coats of gloss varnish applied. Mark Bedford scratch-built us a bridge and the table was ready for battle.



A fallen Titan makes a characterful piece of cover for any Epic battlefield. Amidst the rubble lies a dead Reaver.



A resin command post guards the canal bridge.



The road blocks defend the most direct routes into the city, with tank traps and pillboxes forming part of the defence line.

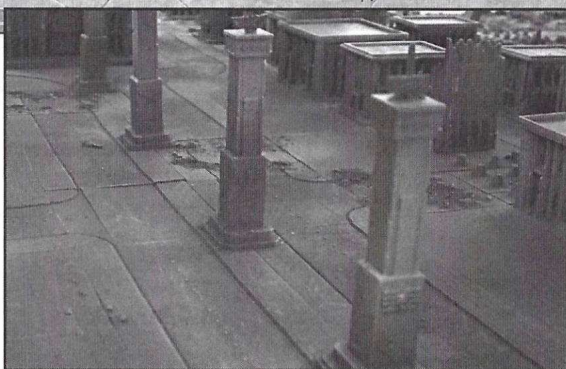


The road bridge over the canal provides the attackers with their fastest (and most obvious) route into the city. The bridge was scratch-built at the last minute by Mark Bedford. In future games it will also be used as an objective.

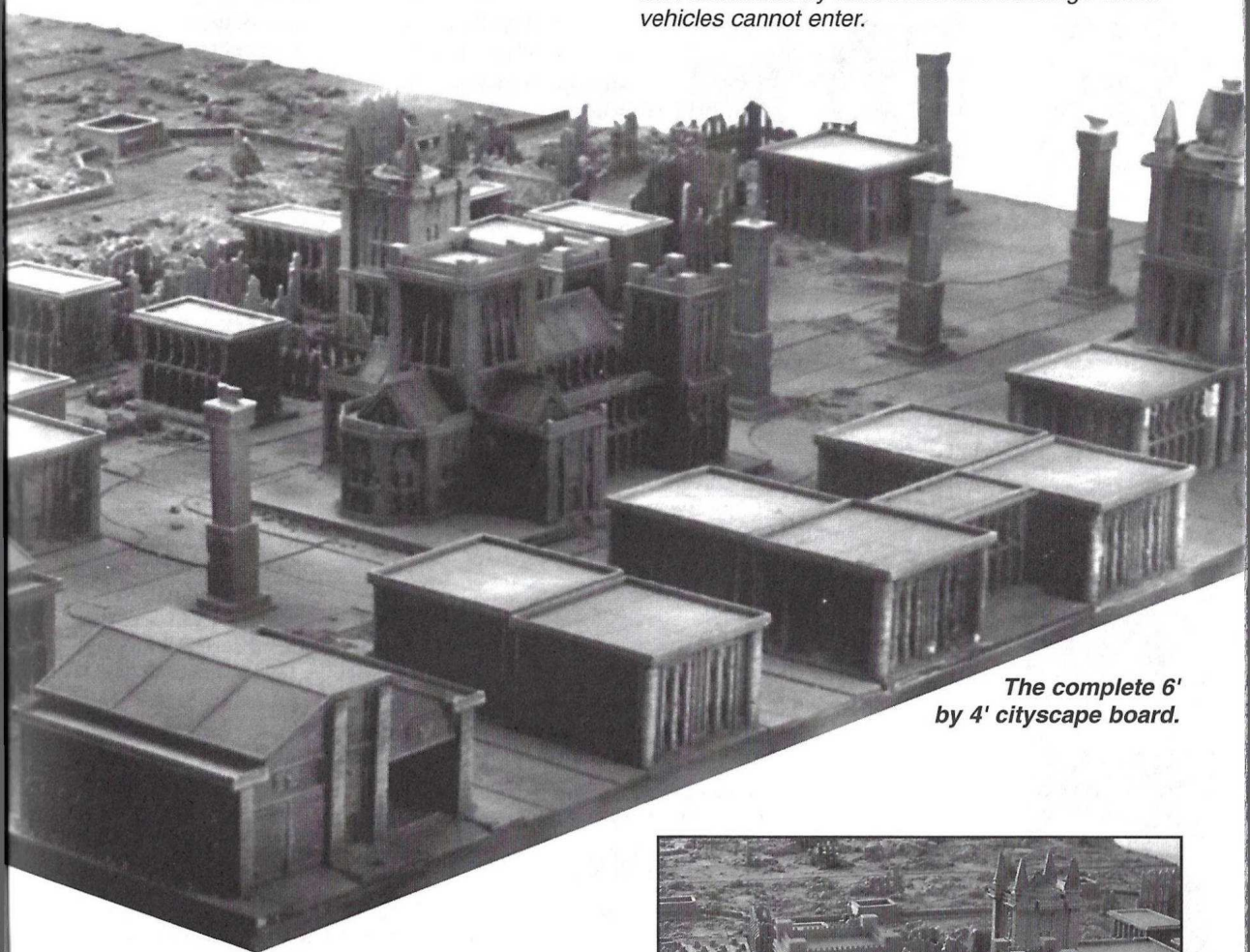




The main line of resistance is a long defence line that runs across the table, with three strongpoints. In the scenario the defenders deploy up to this line.

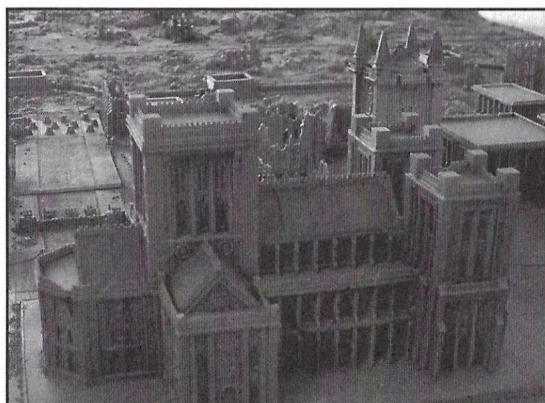


A wide boulevard provides space for Titans to manoeuvre and gives the cityscape an area that isn't dominated by hard cover and buildings which vehicles cannot enter.



The complete 6' by 4' cityscape board.

The focal point of the city is the Imperial Shrine. In our scenario the attacker has to capture this building as his main objective. For the game, the attackers get double the amount of points the defenders get. The defenders have the advantage of being in hard cover and bunkers, and not having to move. The attackers meanwhile must move through difficult and dangerous terrain making for a slow and costly advance. In our game the Ork attackers were repulsed before even penetrating the city.



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Warwick takes a look in the Mail Bag...

I LOVE EPIC!

Hello Fanatic,

First off, I'd like to take my turn saying that I'm so pleased that you are continuing support of games that deserve it. I've played wargames for over ten years now (only Epic from GW), and the current version of Epic is by far the best. It's just the right mix of hobby, strategy and tactics, and rules. I love it. Though I advocate for simplicity in game design, as an Epic player I too find myself drooling over some of the new additions like the vehicle variants. Jervis, if you're reading this, your approach to this issue was perfect, and I look forward to future vehicle variants and their models. By the way, tell Forge World to keep up the good work, too. The new Leman Russ looks great! Anyhow, if you're not sure yet, the Fanatic group is a great thing. Thank you for recognising this, and thank you for the support.

I'd love to see more miniatures. I don't play Chaos, but my impression is that they are in the greatest need of vehicle and Titan models. Also, a redesigned Leviathan and the Adeptus Mechanicus Ordinatus would be most welcome. As I said before, new vehicles and variants are a definite plus! Some of the new Imperial Armour for 40k from Forge World is a great place to start for new Epic models. I think that flyers are some of the coolest units, and history has told time and time again that while air superiority won't win you a battle, controlling the air aids you greatly in controlling the ground. More varied flyer units and missions would be great!

The updated Ork detachments are very characterful, as are the new Fate cards in Hand of Fate. I also like the Director's Cut rules. I haven't read in detail the Epic Siege or fortification rules, but they sound pretty interesting. I wouldn't be opposed to any of the above rules becoming official. I don't have any interest in the Arbites, but they're fine, too. I actually like the experimental rules on allocating hits, but I worry that this is getting into that realm of too much detail that could bog down this beautiful game. I don't have them both in front of me, but wouldn't the spirit of the Director's cut rules be more of a compromise between the current rules for allocating hits and the new ones? This might make for a simple solution, a simpler rule, and smoother game flow. Just a thought.

If you want something that will sell, I think that the best campaign packs are those that are used as the platform for a new unit and model. Look at computer strategy games that enhance the game playing experience with new rules and scenarios, new tactics, and most attractively, new units. Heck, you could build a

new campaign pack around the three new Leman Russ that were just released. A new unit and model keeps the interest alive and the desire fresh. As a player, I'd buy a new campaign pack just to get the new model and the rules to go with it. I also like the Epic Strategy idea.

Thanks again for all your support! Keep up the good work, and keep gaming!

Yours Sincerely,
Christopher M. Nelson

CANADA SPEAKS...

Dear Fanatic,

I'd just like to say "Well Done!" on the Epic side of Fanatic! While I primarily play 40K, I have always enjoyed the Epic scale. I only recently got my hands on the new rules for ATII in Fanatic, and I'm very impressed.

The new Titan rules are good, and I like how the little things must get out of the way of the Titans!

I was a fan of Imperial Super-heavy's in Epic, but was depressed at how easily they were destroyed. They are now tanks to be feared, and I think that benefits the feel of the game.

I have one rules suggestion to make, although its rather significant. Could you investigate splitting the shooting rules into "infantry" and "armoured" rules? Use the current firepower rules for infantry targets, but switch to a "titan" style fire system for armoured vehicles. It would slow the game down, but I felt that in Epic 40K, armies were merely collections of points values and Firepower values. If tanks and infantry interacted differently some additional flavour could be added to the game. It could even give a reason to take heavy weapon squads, besides the extra 15cm of range!

Bear in mind that I am biased towards tanks, since I am an armoured officer in the Canadian Army!

Anyway, keep up the good work with Fanatic!

Yours Sincerely,
Iain Clark

I'm sure you had uninformed whiners up to your armpits!

THOSE TITANS

Greetings!

I just wanted to drop you a line to thank you for moving ATII back from the "official" to the "definitely optional" bracket. I actually did try the rules (no really!) and so the problems I had with the system were an educated dislike; I'm sure you had uninformed whiners up to

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your armpits. I think that the system works on its own, but when games of Epic 40K try to include ATII, well, it becomes more work than fun. I found that I could never truly get into Space Marine/Titan Legions because they seemed to drag across the field. But hey, that's just me... I love my games like I love my women (fast and easy, comments aside!) short and sweet, but really fun and deeply involving. Can you tell I love Space Hulk?

This all said, I'd like to see some of the Epic 40K rules for the Warmonger Titan variant, so that I may use it in my games, without resorting to ATII. Bless the Machine God, but it is truly wondrous to behold! Using it as a standard Imperator just leaves my well (I try) painted model feeling lonely. I can't seem to find the rules in any of your publications (yet), and I keep up faithfully, so if I have missed them please point me in the right direction and I will be very happy to leave you alone to work in peace!

Yours,
Timothy Gatehouse

Tim brings up a good point – AT was published to correct the problem of Titans not being powerful enough. Now that AT is a game in its own right that still leaves us with the problem of what to do with Titans in the Epic 40K game system itself. I'm sure Jervis is working on this right now...

AND YOUR STARTER FOR 10...

Hi Fanatic fanatics

I hope this is the right address for some of the questions that cause a bad headache (for me, not you). Only a few, so don't worry.

1.) Will there be stats for the Warmonger for the rules of Warhammer Epic 40,000? I hope so, they just need a page in your lovely magazine, and they are simpler than the current ones (have to be, cause Epic is a quick game, isn't it?).

Yep, we will do the Warmonger for Epic, I can't say when though – soon. (see above).

2.) According to 'Air Superiority' Gargoyles are allowed to fly like flyers (and transport themselves). But which point costs do they have? An official value (not just "probably at least three points") would come in handy.

Gargoyles are 16 pts per unit, as in the Army book, the rules don't change the points cost.

3.) The Squat Colossus is stated as heaving FP 1 with his Megacannons in Fire fights. A typo, I hope? They normally would have 2, of course.

Typo, it should be 2, one each.

4.) The Squat Land Train Bomb Battlecar has strange stats (Firepower U/L). Please tell me the Firepower and range. By the way, according to 'From the Battlefront' it carries a Deathstrike missile and not a Vortex one, which is right?

Again typo, range should be U/L, Firepower (1) for special weapon. Treat as a Deathstrike as per the Ordinatus under the From the Battlefront rules.

5.) What signifies Bright Lance in the sheets of the Eldar SHGT's? What is it and how can it be damaged?

The bull weapons are all the vehicle's secondary weapon systems.

Arnd Schönherr
An enthusiastic Epic player

I'm looking forward to blasting apart some of those oversized bugs!

LOOKING AT BUGS

Hi Warwick & the rest of the Fanatic crew,

I don't have an Epic Tyranid army or any Bio-Titans, but both of my regular opponents do, and I'm sure they're just itching to try out the new rules.

Myself, I'm looking forward to blasting apart some of those oversized bugs. Here's a couple of observations I've made from looking over the rules:

1.) The Hierophant and Hierodule will be absolutely killer in CC. If you arm either one of them with two sets of Razor Claws they will never miss in CC! Each Razor Claw adding +1 to its CC skill (end CC value being 2+), combined with the 1+ Accuracy stat of the weapon itself. This doesn't seem right; they should be good in CC, maybe just not this good.

2.) Ripper Tentacles automatically ensnare the CC weapon of its opponent! Very powerful and way too easy. Enemy Titans are just going to get mauled, without potentially ever being able to striking back with a pitiful Strength 4 improvised attack or two. Ripper Tentacles should have to roll to hit just like any other weapon. Here's a possible stat line: Swiftiness: 8 or 9, Accuracy: normal or +1 Attacks: 1 or 2. Otherwise they work as described on page 4 of Epic Mag. #4

That's my two cents for now.

Yours Sincerely,
Richard Desnoyers

GREETINGS FROM PARAGUAY

Hello,

I am very happy for the recovery of the Epic. Here in Paraguay it is our favourite game, and I have a very big regiment of the Steel Legion of Armageddon, about of 2,000 points. It won the first tournament that we organised in Paraguay. Is there any more players from Paraguay in the world?

Mario Elizeche



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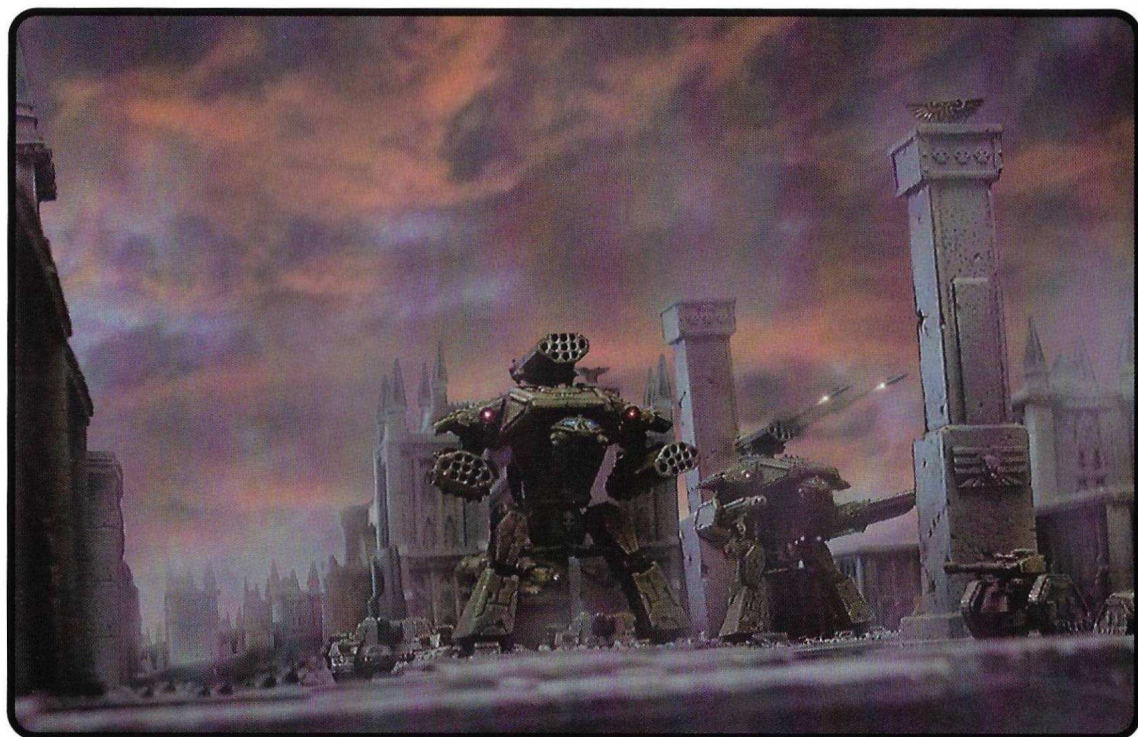
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Firepower

Find out what is going on in Epic. Which rules are official changes to the game, which rules are just experimental and which are available from our website as free downloads.



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